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## PATENT APPLICATION

### MEDIA ASSET MANAGEMENT SYSTEM

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MEDIA ASSET MANAGEMENT SYSTEM

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RELATED APPLICATIONS

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The present application is related to the following commonly-owned application(s): application serial no. 09/759,108 (Docket No. LS/0009.00), filed January 11, 2001, entitled "Media Spooler System and Methodology Providing Efficient Transmission of Media Content from Wireless Devices". The disclosure of the foregoing application is hereby incorporated by reference in its entirety, including any appendices or attachments thereof, for all purposes.

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BACKGROUND OF THE INVENTION

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The present invention relates to the field of media objects or "assets" (e.g., digital images, sound, video, and/or other media objects) and, more particularly, to system and methodology for efficient management of such media assets.

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In today's e-commerce environment, fundamental problems exist in terms of how to track what activity users are doing, when they did that activity, and how long they did it for. Thus, for example, in the instance where a user has uploaded a photo (i.e., digital image) from a wireless device and shared that photo with other users, or performed an e-commerce transaction based on that photo, cost considerations are associated with the wireless infrastructure and back-end infrastructure necessary for supporting those activities. Also, in an e-commerce transaction, often a multi-party deal occurs between the carrier or

cell phone manufacturer or the back-end provider -- that is, the e-commerce "partners." Any transaction associated with wireless- and wireline-connected devices must generate a transaction-based revenue order for that transaction item in order to properly bill the end user, as well as properly allocate the costs associated with a given transaction. Accordingly, the problem arises as to how does one accurately track e-commerce and other online activities in order to allocate the cost and revenues associated with each transaction. This problem -- about how to best track information about what users did and when -- is particularly difficult when media assets, such as digital photographic images, are involved, as those assets are easily passed among various users online, each user of which may interact with a particular online vendor or "e-commerce partner."

There have been some attempts to address specific areas of this problem, but to date the approaches have only provided piecemeal support; no end-to-end solution has emerged. For instance, wireless operators can capture and track how long a user uses a cell phone device or how long a wireless data call lasted. In more general terms, wireless carriers can track information with respect to a given user session at the core transport layer (i.e., how long the call lasted), but they cannot track at the application layer -- that is, track which particular features or areas of functionality were used, particularly in connection with a specific object (e.g., media object) of a particular user. For example, if a user made a wireless data call to send fifteen e-mails connecting to that user's company email service, the wireless carrier or operator is not able to track how many emails were sent over its wireless network. Instead, the carrier is only able to track the transmission session, in other words, just the transmission start and end times. As a result, the carrier is only able to bill the customer based on air time of the data service, thus preventing the carrier from exploring other revenue models, such as employing a pricing scheme based on a number of emails sent, number of bytes transmitted, or the like.

As another example, from the Internet, Web site operators have tracked user interaction in terms of when a particular user logs in and logs out. Additionally, operators may track session-specific information, such as which pages a user visited (or did not visit), based on user demographic information. Commonly, this information can be stored as a

small text file ("cookie") at the user's own computer. This type of information provides an understanding of the usage scenario and the behavior of the user, but is not particularly useful for generating a billing document. Additionally, users often block cookie-based tracking information, due to concerns about user privacy. All told, while cookie-based tracking information is useful for gleaning user preferences, it does not provide an effective approach for generating information that is suitable for creating an appropriate billing document based on the user's activities that employ different vendor services for media-based objects or assets.

Increasingly, communication services -- both wireless- and wireline-based -- are being employed for transmitting a variety of media types. For example, with ever-increasing interest in digital photography, both wireless- and wireline-enabled devices are being employed for uploading photos to Internet-based computers, where the digital photographs may be shared and/or further processed. Other media types commonly transmitted by users include audio (e.g., MP3) and video (e.g., MPEG) media types. With ever-increasing bandwidth becoming available, this trend can only be expected to increase. As a result, there is great interest in creating a solution that allows vendors to provide users with enhanced services for supporting and processing different media types of interest to users, but does so with a viable e-commerce business model. What is needed is an asset management or tracking system providing methodologies that allow vendors to track specific user activities on a per-object, per-vendor basis, including tracking metrics providing information about services used other than just connection time. The present invention fulfills this and other needs.

## SUMMARY OF THE INVENTION

The present invention provides an asset management system that tracks in real-time any metric that a carrier requires pertaining to media assets within a network. In addition to tracking per-asset information relating to usage and air time, the system tracks information pertaining to individual object types (e.g., document, digital image, audio file, streaming media, or the like) as well as specific objects themselves (e.g., individual

documents, photos, and the like, on a per-file or named basis). This information can be tracked against the various users and their individual devices (used to access a network). In this manner, the system can provide metrics relating to not only data size and air time, but also metrics about object types (e.g., digital image type) and specific objects (e.g., specific file transferred) that have passed through the network. Based on these various metrics that the asset management system can track, the system generates reports that are transmitted back in real-time to carriers for implementing the various pricing schemes required for supporting their business or revenue models.

The asset management system includes a media gateway, media vault, media exchange, and asset tracking module. The media gateway predominately plays the role of capturing wireless and wireline uploads that are arriving from various devices. The media exchange is responsible for sending content to target devices, performing any required on-the-fly translation of stored media from one photo format into another, as required for rendering at a given target device. The media vault serves to maintain and organize media content itself for long-term storage in a secure fashion based on a per-user basis, using a key index based on a given user's user ID. Each component allows multiple invocations of itself, thereby allowing for instance multiple instances of media exchange and multiple instances of media gateways to run concurrently. Of particular interest is the asset tracking module, which embodies methodologies of the present invention for asset management and tracking. The module interfaces to external interfaces, such as a partner interface and a billing interface. The asset tracking module, which integrates with the other components, provides an end-to-end solution for tracking online user activity.

In this design, highly integrated, yet decoupled components operate to collect a lot of information about user interactions. The system provides a centralized database that can proactively capture usage and billing information from different servers, regardless of where particular components are running. For instance, some components of the system could be running in the same hosting center at the carrier, and the rest of the components could be running at a different hosting center, for instance, one that is remote from the carrier. The particular strength of this design is that regardless of where individual

components are running, information is collected into one central place so that it can be processed and analyzed, including correcting erroneous data, so as to create a centralized unified data store that may be used for supporting the end users for marketing purposes as well as for billing and revenue-sharing purposes.

5                   With this system design, two approaches are adopted for system operation. First, system operation is transparent to end user's activities. In particular, whenever one wants to track this information and collect it, the end user's regular activity should not be effected; instead, the end user should continue to do what he/she is doing and the tracking and collecting happens behind the scene with no impact on the performance of the end user's expected behavior. Second, if the tracking system goes down, the regular solution, such as end user photo uploading and photo sharing, should still continue to operate. To achieve this transparency, the tracking system operates in batch mode to collect information. In this manner, the tracking system provides a totally independent system that is decoupled from the regular services being provided to end users. In the event that the tracking system goes down, it can always be restarted without impact to other system services.

#### BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1A is a block diagram illustrating a basic image capturing and recording system suitable for implementing a portion of the present invention pertaining to initial capture of digital media.

Fig. 1B is a general block diagram of a general-purpose computer system suitable for implementing the present invention.

Fig. 2 is a block diagram of a computer software system suitable for controlling the computer of Fig. 1B.

Fig. 3 is a high-level functional view of a media tracking system constructed in accordance with the present invention.

Figs. 4A-B are diagrams illustrating the types of information tracked in the currently-preferred embodiment.

Fig. 5 is a high-level functional block diagram of an asset management or tracking system from the perspective of various transaction modules that provide tracking information.

Fig. 6 is a high-level functional block diagram illustrating partner interaction with the asset management system of the present invention.

Fig. 7 is a flowchart illustrating the steps that occur that causes an entry in the LOGIN\_LOG\_T table to be written.

Fig. 8 is a flowchart illustrating the steps that occur for uploading media assets that causes an entry in the MEDIA\_GATEWAY\_TRANS\_LOG\_T table to be written.

Fig. 9 is a flowchart illustrating the steps that occur that causes an entry in the SHARE\_LOG\_T table to be written.

Fig. 10 is a flowchart illustrating the steps that occur that causes an entry to be posted to the ECOMM\_TRANSACTION\_SUMMARY\_T table.

## GLOSSARY

*Apache Web server:* A public-domain Web server developed by a loosely-knit group of programmers. The first version of Apache, based on the NCSA httpd Web server, was developed in 1995. Because it was developed from existing NCSA code plus various patches, it was called “a patchy” server -- hence the name Apache Server.

*HTTP:* Short for HyperText Transfer Protocol, the underlying protocol used by the World Wide Web. HTTP defines how messages are formatted and transmitted, and what actions Web servers and browsers should take in response to various commands. For example, when a user enters a URL in his or her browser, this actually sends an HTTP command to the Web server directing it to fetch and transmit the requested Web page. Further description of HTTP is available in *RFC 2616: Hypertext Transfer Protocol -- HTTP/1.1*, the disclosure of which is hereby incorporated by reference. *RFC 2616* is available from the World Wide Web Consortium (W3C), and is currently available via the Internet at <http://www.w3.org/Protocols/>.

*Media:* Used herein to refer broadly to objects, content, technology, or the like used to communicate information, such as text, graphics, sound, pictures, and videos, all of which are different types of media.

*TCP/IP:* Stands for *Transmission Control Protocol/Internet Protocol*, the suite of communications protocols used to connect hosts on the Internet. TCP/IP uses several protocols, the two main ones being TCP and IP. TCP/IP is built into the UNIX operating system and is used by the Internet, making it the de facto standard for transmitting data over networks. For an introduction to TCP/IP, see, e.g., *RFC 1180: A TCP/IP Tutorial*, the disclosure of which is hereby incorporated by reference. A copy of *RFC 1180* is currently available at <ftp://ftp.isi.edu/in-notes/rfc1180.txt>.

*URL:* Abbreviation of *Uniform Resource Locator*, the global address of documents and other resources on the World Wide Web. The first part of the address indicates what protocol to use, and the second part specifies the IP address or the domain name where the resource is located.

*WAP:* Stands for *Wireless Application Protocol*. WAP is a communication protocol, not unlike TCP/IP, that was developed by a consortium of wireless companies, including Motorola, Ericsson, and Nokia, for transmitting data over wireless networks. For a description of WAP, see e.g., Mann, S., *The Wireless Application Protocol*, Dr. Dobb's Journal, pp. 56-66, October 1999, the disclosure of which is hereby incorporated by reference.



*XML*: Short for *Extensible Markup Language*, a specification developed by the W3C. XML is a pared-down version of SGML, designed especially for Web documents. It allows designers to create their own customized tags, enabling the definition, transmission, validation, and interpretation of data between applications and between organizations. For further description of XML, see, e.g., *Extensible Markup Language (XML) 1.0* specification which is available from the World Wide Web Consortium ([www.w3.org](http://www.w3.org)), the disclosure of which is hereby incorporated by reference. The specification is also currently available on the Internet at <http://www.w3.org/TR/REC-xml>.

## DETAILED DESCRIPTION OF A PREFERRED EMBODIMENT

The following description focuses on an embodiment of the present invention employing a server-based asset management tracking system that tracks various media assets or objects that typically have been sent from media capturing devices, such as a digital camera using wireless communication. As a result, portions of the preferred embodiment pertain to implementation details optimized for tracking digital image-based media assets. However, those skilled in the art will appreciate that the present invention may be embodied using a variety of other media generating/capturing/recording/processing devices, including, for instance, digital audio recorders, video phones, closed-circuit cameras, video camcorders, document-generating devices, or other devices capable of creating, capturing, recording, and/or processing digital images, audio, video, and/or print media. Further, the description will focus on implementation of portions of the invention in an Internet-connected environment including desktop and server computers, such as an IBM-compatible computer running under Microsoft® Windows 2000. The present invention, however, is not limited to any particular one application or any particular environment. Instead, those skilled in the art will find that the system and methods of the present invention may be advantageously embodied on a variety of different platforms, including Macintosh, Linux, BeOS, Solaris, UNIX, NextStep, and the like. Therefore, the description of the exemplary embodiments which follows is for purposes of illustration and not limitation.

### **Basic System**

#### **A. Basic digital camera hardware**

Fig. 1A is a block diagram illustrating a basic image capturing and recording system 100 suitable for implementing a portion of the present invention pertaining to initial capture of digital media, which then may be transmitted to a host system (e.g., computer system) using wireless technique. The system 100 also supports transmission using wireline technique. For purposes of illustration, the following will focus on implementation of the system 100 as a digital camera. However, as noted above, for purposes of implementing the methodology of the present invention, the system 100 may also be implemented in a variety

of other digital image devices, or, if desired, other digital media devices (e.g., digital audio recorder or digital video recorder).

As shown in Fig. 1A, the system 100 includes a Sensor 101, a Shutter Actuator 103, an Image Processor 102, an Image (DRAM) Memory 104, a (Central) Processor 106, a Keypad and Controls 108, a Program Code Flash Memory 107, a (System) Memory 105, a Direct View Display or Viewfinder 109, a Hot Shoe Interface 110, and a "Digital Film" Flash Memory 111. As illustrated, these various components communicate with one another using a bus architecture including, for instance, an Address Bus, a Data Bus, and an I/O (Input/Output) Bus. The system 100 employs the Sensor 101 for basic image capture. The Sensor 101 operates, in essence, by capturing light and transforming that into electrical voltage levels. A suitable sensor is available from a variety of vendors, including VLSI Vision, Motorola, and Toshiba. In a preferred embodiment, the Sensor 101 includes, for example, a 1280 x 1024 color CMOS sensor, such as a VLSI Vision VVL 6801 CMOS sensor. However, other sensor technology is suitable, including CCD sensors.

Further description of the system 100 may be found in above-mentioned application serial no. 09/759,108, which has previously been incorporated by reference. Although the preferred embodiment described herein may employ the system 100 for providing media assets, the asset management system of the present invention in fact works with a variety of different media assets, regardless of which particular capture device was initially used to create a given media asset. Instead, all that is required of the capturing device is that one can eventually retrieve media assets from that device for transmission to a network (e.g., the Internet) that is in communication with the asset management system of the present invention. Preferably, such transmission occurs, at least in part, over a wireless network, thereby providing maximum convenience for the user.

#### **B. Basic computer hardware (e.g., for desktop and server computers)**

Portions of the present invention may be implemented on a conventional or general-purpose computer system, such as an IBM-compatible personal computer (PC) or server computer. Fig. 1B is a very general block diagram of an IBM-compatible system 150,

which is adapted to include portions of the distributed image processing of the present invention. As shown, system 150 comprises a central processor unit(s) (CPU) 151 coupled to a random-access memory (RAM) 152, a read-only memory (ROM) 153, a keyboard 156, a pointing device 158, a display or video adapter 154 connected to a display device 155, a removable (mass) storage device 165 (e.g., floppy disk), a fixed (mass) storage device 166 (e.g., hard disk), a communication port(s) or interface(s) 160, a modem 162, and a network interface card (NIC) or controller 161 (e.g., Ethernet). Although not shown separately, a real-time system clock is included with the system 150, in a conventional manner.

CPU 151 comprises a processor of the Intel Pentium® family of microprocessors. However, any other suitable microprocessor or microcomputer may be utilized for implementing the present invention. The CPU 151 communicates with other components of the system via a bi-directional system bus (including any necessary I/O controller circuitry and other “glue” logic). The bus, which includes address lines for addressing system memory, provides data transfer between and among the various components. Description of Pentium-class microprocessors and their instruction set, bus architecture, and control lines is available from Intel Corporation of Santa Clara, CA. Random-access memory 152 serves as the working memory for the CPU 151. In a typical configuration, RAM of sixteen megabytes or more is employed. More or less memory may be used without departing from the scope of the present invention. The read-only memory (ROM) 153 contains the basic input/output (I/O) system code (BIOS) -- a set of low-level routines in the ROM that application programs and the operating systems can use to interact with the hardware, including reading characters from the keyboard, outputting characters to printers, and so forth.

Mass storage devices 165, 166 provide persistent storage on fixed and removable media, such as magnetic, optical or magnetic-optical storage systems, flash memory, or any other available mass storage technology. The mass storage may be shared on a network or it may be a dedicated mass storage. As shown in Fig. 1B, fixed storage 166 stores a body of program and data for directing operation of the computer system 150, including an operating system, user application programs, driver and other support files, as

well as other data files of all sorts. Typically, the fixed storage 166 serves as the main hard disk for the system and stores application software, for instance, software implementing the computer-implemented methodologies described below.

In basic operation, program logic (including that which implements methodology of the present invention described below) is loaded from the storage device or mass (fixed) storage 166 into the main (RAM) memory 152, for execution by the CPU 151. During operation of the program logic, the system 150 accepts user input from a keyboard 156 and a pointing device 158, as well as speech-based input from a voice recognition system (not shown). The keyboard 156 permits selection of application programs, entry of keyboard-based input or data, and selection and manipulation of individual data objects displayed on the display device 155. Likewise, the pointing device 158, such as a mouse, track ball, pen device, or the like, permits selection and manipulation of objects on the display device 155. In this manner, these input devices support manual user input for any process running on the system.

The computer system displays text and/or graphic images and other data on the display device 155. Display device 155 is driven by the video adapter 154, which is interposed between the display device 155 and the system 150. The video adapter 154, which includes video memory accessible to the CPU, provides circuitry that converts pixel data stored in the video memory to a raster signal suitable for use by a cathode ray tube (CRT) raster or liquid crystal display (LCD) monitor. A hard copy of the displayed information, or other information within the system 150, may be obtained from the printer 157, or other output device. The printer 157 may include, for instance, an HP Laserjet® printer (available from Hewlett-Packard of Palo Alto, CA), for creating hard copy images of output of the system.

The system itself communicates with other devices (e.g., other computers) via the network interface card (NIC) 161 connected to a network (e.g., Ethernet network), and/or a modem 162 (e.g., 56K baud, ISDN, DSL, or cable modem), examples of which are available from 3Com of Santa Clara, CA. The system 150 may also communicate with local occasionally-connected devices (e.g., serial cable-linked devices) via the communication

10 (“comm”) interface 160, which may include an RS-232 serial port, a Universal Serial Bus (USB) interface, or the like. Devices that will be commonly-connected locally to the comm interface 160 include laptop computers, handheld organizers, digital cameras, and the like.

5 IBM-compatible personal computers and server computers are available from a variety of vendors. Representative vendors include Dell Computers of Round Rock, TX, Compaq Computers of Houston, TX, and IBM of Armonk, NY. Other suitable computers include Apple-compatible computers (e.g., Macintosh), which are available from Apple Computer of Cupertino, CA, and Sun Solaris workstations, which are available from Sun Microsystems of Mountain View, CA.

### 10 C. Basic system software

15 Illustrated in Fig. 2, a computer software system 200 is provided for directing the operation of the computer system 150. Software system 200, which is stored in system memory (RAM) 152 and on fixed storage (e.g., hard disk) 166, includes a kernel or operating system (OS) 210. The OS 210 manages low-level aspects of computer operation, including managing execution of processes, memory allocation, file input and output (I/O), and device I/O. One or more application programs, such as client application software or “programs” 201 (e.g., 201a, 201b, 201c, 201d), including image processing software, may be “loaded” (i.e., transferred from fixed storage 166 into memory 152) for execution by the system 150.

20 Software system 200 includes a graphical user interface (GUI) 215, for receiving user commands and data in a graphical (e.g., “point-and-click”) fashion. These inputs, in turn, may be acted upon by the system 150 in accordance with instructions from operating system 210 and/or client application module(s) 201. The GUI 215 also serves to display the results of operation from the OS 210 and application(s) 201, whereupon the user may supply additional inputs or terminate the session. Typically, the OS 210 operates in  
25 conjunction with device drivers 220 (e.g., “Winsock” driver -- Windows’ TCP/IP implementation) and the system BIOS microcode 230 (i.e., ROM-based microcode), particularly when interfacing with peripheral devices. OS 210 can be provided by a conventional operating system, such as Microsoft® Windows 9x, Microsoft® Windows ME,

Microsoft® Windows NT, or Microsoft® Windows 2000, all available from Microsoft Corporation of Redmond, WA. Alternatively, OS 210 can also be an alternative operating system, such as IBM OS/2 (available from IBM of Armonk, NY) or Macintosh OS (available from Apple Computer of Cupertino, CA).

5                   The above-described computer hardware and software are presented for purposes of illustrating the basic underlying desktop and server computer components that may be employed for implementing the present invention. For purposes of discussion, the following description will present examples in which it will be assumed that there exists a “server” (e.g., Web server) which communicates with one or more “clients” (e.g., media-capturing devices). The present invention, however, is not limited to any particular  
10 environment or device configuration. In particular, a client/server distinction is not necessary to the invention, but is used to provide a framework for discussion. Instead, the present invention may be implemented in any type of system architecture or processing environment capable of supporting the methodologies of the present invention presented in detail below.

## **Asset Management System and Associated Computer-implemented Methodologies**

### **A. Introduction**

In today's e-commerce environments, businesses need the flexibility to fashion revenue models supporting different pricing schemes. This is particularly true for the wireless carriers who provide wireless networks for transmitting voice and data, including digital media -- audio, video, digital images, digital documents, and the like. For instance, a wireless carrier may wish to implement a payment plan that is a usage-based plan, a subscription-based plan (e.g., monthly basis subscription plan), or a prepaid-based plan. In a usage-based plan, a carrier may charge a customer based on the amount of data transferred  
20 (e.g., per-kilobyte or per-megabyte rate) and/or connection time (e.g., air time). In a subscription-based plan, a carrier may charge a customer a fixed amount for a given recurring time period, such as a monthly subscription. Typically, a subscription-based plan would include a cap on usage for the given time period (e.g., upload a maximum of 50 photos per month), after which a surcharge would be imposed. In a prepaid-based plan, a carrier allows  
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a preset amount of service utilization based on how much a customer has already paid the carrier. Typically, a prepaid-based plan is used for those customers who have poor credit or no credit. Of course, various hybrid combinations may be fashioned from the above basic revenue/payment models.

5                   Given the various pricing schemes for supporting different vendor revenue models, there is a need for a system that allows one to track various metrics that characterize the "media assets" being transmitted and processed across a given network, including the Internet. This need is heighten by the fact that a given network, particularly a wireless network, may actually have a multitude of different vendors or partners at different points  
10 along that network. Such a system should support the various activities of a vendor, including marketing, billing, and general management of digital media, as a particular media asset crosses different portions of a given network invoking various services of different vendors.

15                   Accordingly, the present invention provides an asset management system that tracks in real-time any metric that a carrier requires pertaining to media assets within a network. In addition to tracking per-asset information relating to usage and air time, the system tracks information pertaining to individual object types (e.g., document, digital image, audio file, streaming media, or the like) as well as specific objects themselves (e.g., individual documents, photos, and the like, on a per-file or named basis). This information  
20 can be tracked against the various users and their individual devices (used to access a network). In this manner, the system can provide metrics relating to not only data size and air time, but also metrics about object types (e.g., digital image type) and specific objects (e.g., specific file transferred) that have passed through the network. Based on these various metrics that the asset management system can track, the system generates reports that are  
25 transmitted back in real-time to carriers for implementing the various pricing schemes required for supporting their business or revenue models.

By tracking the flow of an individual object (e.g., digital photo) through the network, the asset management system facilitates e-commerce transactions. For example, a digital photo may be shared online among several users on a given network (e.g., wireless



network, Internet, or the like). One of those users, in turn, may wish to engage in a particular e-commerce transaction with one of the vendors (e-commerce "partners") on the network. By tracking on a per-object basis, as well as tracking transactions on a per-partner or vendor basis, the system facilitates implementation of revenue-sharing schemes among various e-commerce partners.

Consider the following example. Suppose a carrier, Carrier X, has entered into a revenue-sharing scheme with a vendor, Vendor Y. An e-commerce transaction occurs in which a user, User A, uploads a photo to the carrier's network for sharing with another user, User B, who in turn orders a print, T-shirt, or mug based on a photo from Vendor Y. By employing the asset management system of the present invention, the participation of the object (i.e., the photo uploaded to Carrier X) in a subsequent e-commerce transaction (i.e., at Vendor Y) can be tracked and reported, thereby supporting a revenue-sharing scheme between Carrier X and Vendor Y, for instance, allowing Carrier X to realize a portion of the revenue that results from User B's subsequent e-commerce transactions.

Consider a more concrete example. Using the above approach, Sprint PCS (wireless carrier) may partner with Kodak (e-commerce partner) for offering Kodak photo processing on Sprint's WAP-enabled cell phones. Further, Sprint may participate in revenue sharing with Kodak based on individual photos that are uploaded to Sprint's network and then transmitted to Kodak for processing. In an e-commerce transaction of a Sprint user uploading a digital image to Kodak for creating a 5 by 7 print, the asset management system allows Sprint to identify the uploaded photo as having been transmitted to Kodak (e-commerce partner) for a specific service (creating 5 by 7 print) and thus realize a revenue event based on that identification (e.g., 10 cents for each photo uploaded to Sprint that is processed by the e-commerce partner, Kodak). In this manner, the asset management system of the present invention provides end-to-end tracking of objects flowing through a network, including tracking each object's interaction with the various vendors or partners that may offer products or services on that network.

## B. System overview

Fig. 3 is a high-level functional view of a media tracking system 300 constructed in accordance with the present invention. As shown, the tracking system 300 includes the following components: a media gateway 310, media vault 320, media exchange 330, and asset management or tracking module 340. The media gateway 310 predominately plays the role of capturing wireless and wireline uploads that are arriving from various devices. The media exchange 330 is responsible for sending content to target devices, performing any required on-the-fly translation of stored media from one photo format into another, as required for rendering at a given target device. The media vault 320 serves to maintain and organize media content itself for long-term storage in a secure fashion based on a per-user basis, using a key index based on a given user's user ID. Each component allows multiple invocations of itself, thereby allowing, for instance, multiple instances of media exchange and multiple instances of media gateways to run concurrently. Of particular interest is the asset management or tracking module 340, which forms the basic engine (core) of the asset management system of the present invention. The asset management or tracking module 340 includes various transaction modules, a logging server, and a back-end database, which are described in greater detail below (see, e.g., Fig. 5 and accompanying description). The asset management or tracking module 340 interfaces to external interfaces, such as a partner interface 351 for obtaining billing and usage reports. With these features, the asset management system of the present invention may provide an end-to-end solution for tracking per-user, per-object, per-vendor online activity, for supporting a variety of business models.

In this design, highly integrated, yet decoupled components operate to collect a lot of information about user interactions. The system provides a centralized database that can proactively capture usage and billing information from different servers, regardless of where particular components are running. For instance, some components of the system could be running in the same hosting center at the carrier, and the rest of the components could be running at a different hosting center, for instance one remote from the carrier. The particular strength of this design is that regardless of where individual components are running, information is collected into one central place so that it can be processed and

analyzed, including correcting erroneous data, so as to create a centralized unified data store that may be used for supporting the end users for marketing purposes as well as for billing and revenue-sharing purposes.

With this system design, two approaches are adopted for system operation.

5 First, system operation is transparent to end user's activities. In particular, whenever one wants to track this information and collect it, the end user's regular activity should not be effected; instead, the end user should continue to do what he/she is doing, and the tracking and collecting happens behind the scene with no impact on the performance of the end user's expected behavior. Second, if the tracking system goes down, the regular solution, such as  
10 end user photo uploading and photo sharing, should still continue to operate. To achieve this transparency, the tracking system operates in batch mode to collect information. In this manner, the tracking system 300 provides a totally independent system that is decoupled from the regular services being provided to end users. In the event that the tracking system goes down, it can always be restarted without impact to other system services.

15 If desired, actual processing of the tracking system may be adjusted throughout a given day, to favor processing during off-peak hours. User activity can be expected to vary based on the time of the day. Accordingly, the system may be configured so that most of the data collection and processing occurs during off-peak hours. In addition to benefiting system performance and scalability, the approach also allows the system to be  
20 designed without incurring the cost of providing a high-end transaction database to provide online real-time transaction support. Instead, tracking system operation can be deferred so as to match available bandwidth and resources.

Further description of the media gateway or spooler 310, media vault 320, and media exchange 330 can be found in the previously-mentioned application serial no.  
25 09/759,108. Although these components are used in conjunction with the currently-preferred embodiment, they are not specifically required for implementation of the asset tracking and management methodologies of the present invention.

### C. Basic system operation

System operation is perhaps best explained by way of example. Consider a usage scenario where a user is uploading digital photographs, say ten photographs, from his or her wireless camera/phone combination to a photo web site. The first component invoked is the media gateway, which interacts with the camera and phone to receive the ten photos. The media gateway itself tracks information about the user session, including user information, what time of day the photos were uploaded, and how many photos were uploaded. After receiving the photos, media gateway in turn transfers the photos to the media vault. Now suppose that the user desires to "share" the photos online with one or more recipients. The term "share" means making the uploaded photos publicly available on the Internet to one or more specific individuals. At this point, the media exchange, which is responsible for providing content, comes into play by generating a URL link (hyperlink) which it embeds within an email sent to the e-mail addresses for the user's specified recipients. The embedded hyperlink includes an encoded key that includes identifying information and a password, allowing a particular recipient to gain online access to the shared photos by simply "clicking" on the embedded hyperlink. Upon a recipient's invocation of the hyperlink, a browser request is generated which is submitted to the media exchange. In response to this request, the media exchange retrieves the requested photo(s) from the media vault and sends the photo(s), in an appropriate format (e.g., JPEG file, HTML page, WML page, or the like), back to the recipient's target device, including a wireless device with e-commerce capability. At the target device the recipient may initiate an e-commerce transaction, for instance, ordering an enlarged print of the photo, ordering a photo coffee mug, or ordering a photo t-shirt. Whatever type of e-commerce transaction is initiated by the recipient, the transaction is processed through the media exchange.

In this usage scenario, the asset tracking module operates to collect user transaction information from relevant system components. More particularly, each of these components -- media gateway, media vault, and media exchange -- tracks user interaction that is pertinent to a given object's (e.g., digital photo) interaction with that particular component. This object-based, component-specific information may, in turn, be reported to

the asset tracking module. Collectively, the component-specific transaction information of the various components present persistent information that the asset tracking module can store and process.

The asset management or tracking system, at a high level, operates to receive transaction information from the components, including multiple instances which may be executing for a given component, and aggregate that information at the asset management system. By collecting this information into the asset management system's centralized database, the asset tracking module can create a central store of user transaction information. Apart from collection of information by the tracking module, the asset management system serves to distribute information. Here, information is distributed to e-commerce partners for reporting and billing purposes. For instance, a partner may want to know the total number of e-commerce transactions occurring for a given user, a given carrier, and/or a given geographic locale. To support this distribution of information, the asset management system supports reporting capability through the partner interface 351, to allow partners to submit requests for creating reports that are run against the system's database. In response to these partner requests, the asset management system gathers, organizes, and reports partner-relevant information in a convenient XML report format (e.g., illustrated in Appendix A), or a standard CDR (compact data record) format that the partner's billing system recognizes.

#### **D. Types of information tracked**

Fig. 4A illustrates the particular types of information tracked in the currently-preferred embodiment. The figure shows an asset management database schema 400 that presents the types of information that are captured from different places in the system, for storage and processing by the asset management system. These types include media gateway information, sharing information, login information, e-commerce transaction information, and media information. The individual tables comprising the schema will now be described in further detail.

MEDIA\_GATEWAY\_TRANS\_LOG\_T table 430 stores information related to the uploading of media assets, such as photos. Thus, it is based on user activity that occurs

daily. In general, every time a user connects from a camera device and uploads photos, the system captures the user ID, the start and end time of the session (i.e., how long the user was connected), number of photos and photo parts uploaded, number of bytes uploaded, and the ID of the camera device.

When a user uploads photos for the very first time (i.e., before registering the user), the user will not have a valid user ID but will have a valid device ID (as the device ID is preset at the factory). The device ID employs a LightSurf GUID, which is described in the previously-mentioned application serial number 09/759,108. In that instance, the user is assigned a default "non-user" ID, which serves as a temporary placeholder. Upon the user completing registration, the non-user ID is replaced with the valid user ID which has at that point been assigned to the user. Periodic updates to the database will update the table and resolve the USER\_ID, in the event that it is not captured at transaction time. The table will be used to generate disk/bandwidth-based billing information on a periodic basis.

In an exemplary embodiment, the table may be created using the following SQL statement:

```
CREATE TABLE MEDIA_GATEWAY_TRANS_LOG_T (
    MEDIA_GATEWAY_TRANS_LOG_ID    NUMBER(14, 0)    NOT NULL,
    USER_ID                       NUMBER(14, 0),    NULL
    EXTERNAL_USER_ID              VARCHAR2(50),    NULL
    DEVICE_ID                     VARCHAR2(128),    NULL
    TRANSACTION_START_TIME        DATE,            NULL
    TRANSACTION_END_TIME          DATE,            NULL
    REQUESTED_COUNT               NUMBER(10, 0)     DEFAULT 0 NOT
NULL,
    TRANSFERRED_COUNT             NUMBER(10, 0),    NULL
    UPLOAD_BYTE_COUNT             NUMBER(10, 0)     DEFAULT 0 NOT
NULL,
    PARTNER_ID                   NUMBER(14, 0)    NOT NULL,
    TIME_DIM_ID                  DATE              NOT NULL,

CONSTRAINT PKMEDIA_GATEWAY_TRANS_LOG_T PRIMARY KEY
(MEDIA_GATEWAY_TRANS_LOG_ID)
)
```

As shown, the table includes a MEDIA\_GATEWAY\_TRANS\_LOG\_ID field that is a unique ID that is made for each transaction. This field is specified as the primary key for the table. The field is defined to be a number (integer) of 14 significant digits and is constrained to be

not null. The next field is USER\_ID field which gets generated, and is auto-incremented, at the commencement of a media gateway transaction which occurs when a photo is uploaded to the site. The field is defined to be a number (integer) of 14 significant digits and may be left null. The next field is EXTERNAL\_USER\_ID field which is used to identify the partner's user. The field is defined to be a variable-length character (VARCHAR2) field of 50 characters maximum and can be left null. The next field is DEVICE\_ID field and is a very long GUID, or a unique identifier that is associated with each device. For example it can be a camera which has its own internal device ID (CAMERA\_ID) so that the device ID will be sent along with a media gateway transaction, thus giving a unique identification of its origin. The field is defined to be a variable-length character (VARCHAR2) field of 128 characters maximum and may be left null.

The next field is TRANSACTION\_START\_TIME field that is used for storing data about when the upload started; it may be left null. The TRANSACTION\_END\_TIME field is used for storing data about when the upload ended and may be left null. Next, the REQUESTED\_COUNT field represents the number of assets one wishes to upload -- that is, the number of "files" or "images" requested to be transferred. The field is defined to be a number (integer) of 10 significant digits and is specified to be default 0 not null. The TRANSFERRED\_COUNT field represents the actual number of assets transferred. The field is defined to be a number (integer) of 10 significant digits and may be left null. This is followed by the UPLOAD\_BYTE\_COUNT field which represents the number of bytes transferred for a particular asset. The field is defined to be a number (integer) of 10 significant digits and is specified to be default 0 not null. The next field, the PARTNER\_ID field, represents a unique partner for the purposes of billing or crediting arrangements. By tracking partner ID on a per-transaction basis, the system enables creation of sophisticated partner revenue-sharing models. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. Finally, the table includes a TIME\_DIM\_ID field that is for storing information for the partner about the day, week, month, quarter, and year in which the transaction took place.

The ECOM\_TRANSACTION\_SUMMARY\_T table 420 tracks completed e-commerce transaction information. Information tracked includes user type (e.g., "member" or "guest"), user ID, order ID (unique ID for a given order transaction), total amount, tax, date of transaction, user ZIP code, destination address with ZIP code, and e-mail address. Thus, the table provides a summary of e-commerce information, primarily from a corresponding order table, ORDER\_T.

The table may be created using the following SQL statement:

```
CREATE TABLE ECOM_TRANSACTION_SUMMARY_T(
    USER_ID          NUMBER(14, 0)      NOT NULL,
    EXTERNAL_USER_ID VARCHAR2(50),      NULL
    ORDER_ID         NUMBER(14, 0)      NOT NULL,
    USER_TYPE        CHAR(10)           DEFAULT 'UNKNOWN' NOT NULL,
    EMAIL_ADDRESS    VARCHAR2(100),
    CREATE_DATE      DATE               NOT NULL,
    TOTAL_AMOUNT     NUMBER(6, 2)       DEFAULT 0 NOT NULL,
    DISTRICT_TAX     NUMBER(6, 2)       DEFAULT 0 NOT NULL,
    STATE_TAX        NUMBER(6, 2)       DEFAULT 0 NOT NULL,
    COUNTY_TAX       NUMBER(6, 2)       DEFAULT 0 NOT NULL,
    CITY_TAX         NUMBER(6, 2)       DEFAULT 0 NOT NULL,
    USER_ZIP         CHAR(10),
    DESTINATION_ZIP  CHAR(10),
    PARTNER_ID       NUMBER(14, 0)      NOT NULL,
    TIME_DIM_ID      DATE               NOT NULL,
    CHECK (IN( 'MEMBER', 'GUEST', 'UNKNOWN' ))
)
```

As shown, the table includes a USER\_ID field that is the same USER\_ID used throughout all tables and is created upon the first creation of a user account. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. The next field is EXTERNAL\_USER\_ID field which is used to identify the partner's user. The field is defined to be a variable-length character (VARCHAR2) field of 50 characters maximum and can be left null. The next field is ORDER\_ID field and it gets generated when a user engages in an e-commerce transaction. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. The USER\_TYPE field signifies a type of user, currently defined to be either a "Member" or "Guest". The field is defined as a character (CHAR) field of 10 characters maximum. It is specified to be default "unknown" and is constrained to be not null. If USER\_TYPE = "GUEST", then the EMAIL\_ADDRESS



(described below) is employed as the user identifier. If `USER_TYPE = "MEMBER"`, then `USER_ID` is set to the appropriate user identifier for the particular user. The `EMAIL_ADDRESS` field captures a standard email address. The field is defined as a variable-length character (`VARCHAR2`) field of 100 characters maximum. The `CREATE_DATE` field stores date information about when the e-commerce transaction (summary) entry was created; it is constrained to be not null.

The following fields pertain to specific sales transaction information (e.g., dollar amount and taxes). The `TOTAL_AMOUNT` field represents the total dollar amount of the e-commerce transaction. The field is defined to be a number (integer) of 6 significant digits and is constrained to be not null. By default, it is set to a value of 0. The next four fields pertain to taxes: `DISTRICT_TAX`, `STATE_TAX`, `COUNTY_TAX`, and `CITY_TAX`. These fields may be defined to be a field type comprising a number (integer) of 6 significant digits that is constrained to be not null. By default, it is set to a value of 0. The next field is `USER_ZIP` field. It is used for identifying where the user is located. The field is defined to be a character (`CHAR`) field of 10 characters maximum. In a similar manner, the `DESTINATION_ZIP` field is used for identifying where the e-commerce shipment is destined. It is also defined to be a character (`CHAR`) field of 10 characters maximum.

The next field is `PARTNER_ID` field which is the same `PARTNER_ID` employed across all tables. It represents a unique partner for the purposes of billing or crediting arrangements. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. Finally, the table includes a `TIME_DIM_ID` field that is for storing information for the partner about the day, week, month, quarter, and year in which the transaction took place. It is constrained to be not null.

The `LOGIN_LOG_T` table 425 provides tracking information about each time a user logs into (i.e., accesses) the system. This information may be obtained by parsing web site log files, such as Apache log files. In a complementary fashion, the system tracks when the user logs out, using, for instance, an HTTP session ID (or browser cookie) to find out when the user logged out. In this manner, the table tracks access information across multiple entries for different users.

In an exemplary embodiment, the table may be created using the following SQL statement:

```
CREATE TABLE LOGIN_LOG_T(  
    USER_ID          NUMBER(14, 0),  
    SESSION_ID       VARCHAR2(50),    NULL  
    LOGIN_TIME        DATE,  
    ACCEPT_LANGUAGE   VARCHAR2(255),  
    REFERER           VARCHAR2(255),  
    USER_AGENT        VARCHAR2(255),  
    LAST_ACCESS_TIME  DATE,  
    PARTNER_ID        NUMBER(14, 0)    NOT NULL,  
    TIME_DIM_ID        DATE            NOT NULL  
)
```

As shown, the table includes a USER\_ID field which is the same USER\_ID across all tables. As previously described, it gets generated and auto-incremented at the commencement of a media gateway transaction which occurs when a media asset (e.g., photo) is uploaded to the site. The field is defined to be a number (integer) of 14 significant digits. Next, the SESSION\_ID field represents a session ID that a user gets assigned each time he or she logs in. The field is defined to be a variable-length character (VARCHAR2) field of 50 characters maximum and may be left null. The LOGIN\_TIME field represents the time the login started. It is a timestamp (Oracle "DATE") field type. The next field is ACCEPT\_LANGUAGE field and is used for describing acceptable languages (and hence corresponding character sets) for the login. Additionally, the field can capture data such as host type (e.g., WAP, HTTP, or the like). The field is defined to be a variable-length character (VARCHAR2) field of 255 characters maximum. The REFERRER field is used to describe a referring party that has referred the user. The field is defined to be a variable-length character (VARCHAR2) field of 255 characters maximum. The USER\_AGENT field specifies a particular browser; this may be determined from an HTTP header. The field is defined to be a variable-length character (VARCHAR2) field of 255 characters maximum. The LAST\_ACCESS\_TIME field is used for maintaining a history of every time a user logs into the system; it stores a timestamp.

The next field is PARTNER\_ID field. It represents a unique partner for the purposes of billing or crediting arrangements. The field is defined to be a number (integer) of

14 significant digits and is constrained to be not null. Finally, the table includes a TIME\_DIM\_ID field that is for storing information for the partner about the day, week, month, quarter, and year in which the transaction took place and is constrained to be not null.

SHARE\_LOG\_T table 450 tracks how a particular user shares a media asset, such as photo(s), an album, a flash-based movie built up of photos, or the like. Anytime a user "shares," the system captures information about who (what user) is sharing, what type of device the user is using to initiate the share, what media asset or object (e.g., photo) is being shared, and who (i.e., recipient) the object is being share with. This information includes, for example, a system-generated share ID (e.g., number for uniquely identifying the sharing session), a host type (e.g., camera device, PDA, cell phone, desktop computer, or the like), and a host ID (e.g., camera ID). Also tracked is a sharing time and a sharing type (e.g., photo sharing, movie sharing, or the like). The table in turn links to other dependent tables that specify additional information about the sharing event, including information about the target (i.e., sharing recipient).

The table may be created using the following SQL statement:

```
CREATE TABLE SHARE_LOG_T(  
    SHARE_ID          NUMBER(14, 0)      NOT NULL,  
    USER_ID          NUMBER(14, 0) ,  
    HOST              VARCHAR2(50)      NOT NULL,  
    HOST_TYPE         VARCHAR2(10) ,  
    SHARE_DATE_TIME   DATE ,  
    SHARE_TYPE        CHAR(10) ,  
    PARTNER_ID        NUMBER(14, 0)      NOT NULL,  
    TIME_DIM_ID       DATE              NOT NULL,  
  
    CONSTRAINT PK2 PRIMARY KEY (SHARE_ID)  
)
```

As shown, the table includes a SHARE\_ID field which is an auto-incremented unique identifier representing a user event requesting the share. This field is specified as the primary key for the table. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. The next field is the previously-encountered USER\_ID field, which stores a user ID that is generated upon the first creation of a user account. The field is defined to be a number (integer) of 14 significant digits. The HOST field is used to represent

a multitude of possible different sites users could have come from. The field is defined to be a variable-length character (VARCHAR2) field of 50 characters maximum and is constrained to be not null. The HOST\_TYPE field includes such host types as website, wireless phone, and camera from which a user could have come. The field is defined to be a variable-length character (VARCHAR2) field of 10 characters maximum.

The next field is SHARE\_DATE\_TIME field and is the date of when the share occurred. Following this is the SHARE\_TYPE field, for characterizing a type of share (e.g., sharing photos). Other types include the previously-described media assets, including video (e.g., MPEG) files, audio (e.g., MP3) files, or the like. If desired, the field may be used to define more restrictive types of shares, but typically it is configured to provide read-level access to any asset the user decides to share with other users. The field is defined to be a character (CHAR) field of 10 characters maximum.

The next field is PARTNER\_ID field that represents a unique partner for the purposes of billing or crediting arrangements, as previously described. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. Finally, the table includes the previously-mentioned TIME\_DIM\_ID field which is used for storing information for the partner about the day, week, month, quarter, and year in which the transaction took place and is constrained to be not null.

The SHARE\_TARGET\_INFO\_T table 455 is an ancillary table that includes data characterizing the target (i.e., recipient) for the sharing event. It may be linked to the SHARE\_LOG\_T table, using SHARE\_ID. The table itself may be created using the following SQL statement:

```
CREATE TABLE SHARE_TARGET_INFO_T (  
    SHARE_TARGET_INFO_ID    NUMBER(14, 0)    NOT NULL,  
    SHARE_ID                NUMBER(14, 0)    NOT NULL,  
    TARGET_EMAIL_ADDRESS    VARCHAR2(100),    NULL  
    TARGET_USER_NAME        VARCHAR2(50),    NULL  
  
CONSTRAINT PK5 PRIMARY KEY (SHARE_TARGET_INFO_ID)  
)
```

As shown, the table includes a SHARE\_TARGET\_INFO\_ID field that is a unique identifier that is generated and auto-incremented every time a share for a particular media asset is generated. This field is specified as the primary key for the table. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. The next field is SHARE\_ID field which is an auto-incremented unique identifier representing a user event requesting the share. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. The next two fields characterize the target user. The TARGET\_EMAIL\_ADDRESS field stores the email address for the target (recipient) who the user wants to allow to sharing with. The field is defined to be a variable-length character (VARCHAR2) field of 100 characters maximum and may be left null. Finally, the table includes a TARGET\_USER\_NAME field which stores a user name for the target. It can store the target user name's first name, last name, or it can be left null. The field is defined to be a variable-length character (VARCHAR2) field of 50 characters maximum.

SHARE\_TARGET\_VIEW\_T table 460 is another ancillary share-information table. It records the details of a viewing of a shared object by a person recorded in the above-mentioned SHARE\_TARGET\_INFO\_T table. In an exemplary embodiment, the SHARE\_TARGET\_VIEW\_T table may be created using the following SQL statement:

```
CREATE TABLE SHARE_TARGET_VIEW_T (
    SHARE_TARGET_INFO_ID    NUMBER(14, 0)    NOT NULL,
    VIEWED_DATE_TIME        DATE              NOT NULL,
    DEVICE_INFO              VARCHAR2(255)    NULL
)
```

As shown, the table includes a SHARE\_TARGET\_INFO\_ID field that provides a unique ID for each share-viewing event. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. The next field is VIEWED\_DATE\_TIME field which provides data on when a user came back to view the asset. The field is constrained to be not null. Finally, the table includes a DEVICE\_INFO field that is used for recording the particular device used in the share-viewing event. The field is defined to be a variable-length character (VARCHAR2) field of 255 characters maximum and may be left null.

The UBER\_PARTNER\_T table 470 generally describes the parent company for a set of PARTNERS, for instance, UBER\_PARTNER = "KODAK". The table may be created using the following SQL statement:

```
5      CREATE TABLE UBER_PARTNER_T (  
          UBER_PARTNER_ID          NUMBER(14, 0)          NOT NULL,  
          UBER_PARTNER_NAME        VARCHAR2(255),          NULL  
10      CONSTRAINT PKUBER_PARTNER_T PRIMARY KEY (UBER_PARTNER_ID)  
      )
```

As shown, the table includes a UBER\_PARTNER\_ID field that is used for uniquely identifying each such parent company or similar entity. This field is specified as the primary key for the table. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. The UBER\_PARTNER\_NAME field stores a text string for the parent company. The field is defined to be a variable-length character (VARCHAR2) field of 255 characters maximum and may be left null.

The PARTNER\_T table 440 includes the various partners under the above-mentioned "uber" partner, such as the "CVS" subsidiary or sub-partner of "KODAK". The table may be created using the following SQL statement:

```
20      CREATE TABLE PARTNER_T(  
          PARTNER_ID              NUMBER(14, 0)              NOT NULL,  
          UBER_PARTNER_ID          NUMBER(14, 0)              NOT NULL,  
          PARTNER_NAME              VARCHAR2(255),  
25      CONSTRAINT PKPARTNER_T PRIMARY KEY (PARTNER_ID)  
      )
```

As shown, the table includes a PARTNER\_ID field that uniquely represents a partner for the purposes of billing or crediting arrangements, or other partner-related activities. This field is specified as the primary key for the table. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. The next field is UBER\_PARTNER\_ID field which is used for linking this partner to a particular "uber" partner (e.g., parent company). The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. Finally, the table includes a PARTNER\_NAME field that simply

stores a text string for the partner name. The field is defined to be a variable-length character (VARCHAR2) field of 255 characters maximum.

The PARTNER\_AGREEMENT\_T table 435 includes data that generally describe a legal agreement (e.g., e-commerce revenue-sharing agreement) involving the PARTNERS. An agreement is enforced through a set of calculations, which are specified in AGREEMENT\_STEP\_T (described below). The PARTNER\_AGREEMENT\_T table may be created using the following SQL statement:

```
CREATE TABLE PARTNER_AGREEMENT_T (  
    PARTNER_AGREEMENT_ID          NUMBER(14, 0)      NOT NULL,  
    PARTNER_ID                    NUMBER(14, 0)      NOT NULL,  
    PARTNER_AGREEMENT_DESCRIPTION  VARCHAR2(500)      NOT NULL,  
  
    CONSTRAINT PKPARTNER_AGREEMENT_T PRIMARY KEY (PARTNER_AGREEMENT_ID)  
)
```

As shown, the table includes a PARTNER\_AGREEMENT\_ID field that is unique ID for representing a particular partner agreement. The field is defined to be a number (integer) of 14 significant digits. This field is specified as the primary key for the table and is constrained to be not null. The PARTNER\_ID field represents a particular partner that is associated, for the purposes of billing or crediting arrangements, with a given agreement. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. Finally, the table includes a PARTNER\_AGREEMENT\_DESCRIPTION field that is used for providing a text description of the agreement, such as "Sprint/Kodak Revenue-Sharing Agreement." The field is defined to be a variable-length character (VARCHAR2) field of 500 characters maximum and is constrained to be not null.

The AGREEMENT\_STEP\_T table 410 is an ancillary agreement table that documents the method steps (program logic) required to effect the business logic of a given agreement, such as calculating revenue-sharing value(s) for a given e-commerce transaction. The table may be created using the following SQL statement:

```
CREATE TABLE AGREEMENT_STEP_T (  
    PARTNER_AGREEMENT_ID          NUMBER(14, 0)      NOT NULL,  
    AGREEMENT_STEP_KEY            NUMBER(4, 0)        NOT NULL,
```

PROCEDURE_NAME	VARCHAR2(100)	NOT NULL,
PROCEDURE_PARAM_LIST	VARCHAR2(255),	NULL
AGREEMENT_TRANS_TYPE_REF_ID	NUMBER(14, 0)	NOT NULL,

```

5  CONSTRAINT PKAGREEMENT_STEP_T PRIMARY KEY
   (PARTNER_AGREEMENT_ID, AGREEMENT_STEP_KEY)
   )

```

As shown, the table includes a PARTNER\_AGREEMENT\_ID field which is the above-mentioned partner agreement ID, thus allowing this table to link back to the PARTNER\_AGREEMENT\_T table 435. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. The AGREEMENT\_STEP\_KEY field serves to identify a particular agreement step (i.e., business logic to apply) for a given partner agreement. This field, together with the PARTNER\_AGREEMENT\_ID field, forms a composite primary key for the table. The field is defined to be a number (integer) of 4 significant digits and is constrained to be not null. The PROCEDURE\_NAME field identifies specific program logic to apply to effect the agreement step. This is done by identifying a particular named procedure, method, or function (e.g., stored procedure, Java method, or the like) that is used to carry out the agreement step (i.e., specific business logic). The field is defined to be a variable-length character (VARCHAR2) field of 100 characters maximum and is constrained to be not null. The next field is PROCEDURE\_PARAM\_LIST field; this stores a list of parameters (i.e., values) that are used when invoking the program logic specified by the PROCEDURE\_NAME field. The field is defined to be a variable-length character (VARCHAR2) field of 255 characters maximum and may be left null. Finally, the table includes an AGREEMENT\_TRANS\_TYPE\_REF\_ID field that is defined to be a number (integer) of 14 significant digits and is constrained to be not null. The field is used to link to the AGREEMENT\_TRANS\_TYPE\_REF\_T table 415.

The AGREEMENT\_TRANS\_TYPE\_REF\_T table 415, in turn, simply contains "DEBIT" and "CREDIT" values. It may be created using the following SQL statement:

```

CREATE TABLE AGREEMENT_TRANS_TYPE_REF_T(
    AGREEMENT_TRANS_TYPE_REF_ID  NUMBER(14, 0)      NOT NULL,
    AGREEMENT_TRANS_TYPE_DESC     VARCHAR2(50)       NOT NULL,

```



```

CONSTRAINT PKAGREEMENT_TRANS_TYPE_REF_T PRIMARY KEY
(AGREEMENT_TRANS_TYPE_REF_ID)
)

```

As shown, the table includes an AGREEMENT\_TRANS\_TYPE\_REF\_ID field that is used to uniquely identify each credit and debit entry. This is specified as the primary key for the table. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. This is followed by the AGREEMENT\_TRANS\_TYPE\_DESC field which is used to store a particular debit or credit. For instance, a simple example of posting a debit and then a credit is illustrated by the following SQL statements:

```

insert into AGREEMENT_TRANS_TYPE_REF_T
values( 1, 'DEBIT' );
insert into AGREEMENT_TRANS_TYPE_REF_T
values( 2, 'CREDIT' );

```

The type description field itself is defined to be a variable-length character (VARCHAR2) field of 50 characters maximum and is constrained to be not null.

The PHOTO\_TRANSACTION\_LOG\_T table 445 enumerates the various media assets, such as digital photos, that are uploaded during a media gateway transaction (i.e., during posting to MEDIA\_GATEWAY\_TRANSACTION\_LOG\_T). The table may be created using the following SQL statement:

```

CREATE TABLE PHOTO_TRANSACTION_LOG_T(
    MEDIA_GATEWAY_TRANS_LOG_ID    NUMBER(14, 0)    NOT NULL,
    PHOTO_ID                      NUMBER(14, 0)    NOT NULL,

    CONSTRAINT PKPHOTO_TRANSACTION_LOG_T PRIMARY KEY
(MEDIA_GATEWAY_TRANS_LOG_ID)
)

```

As shown, the table includes a MEDIA\_GATEWAY\_TRANS\_LOG\_ID field that is used to uniquely identify the media asset event. This field is specified as the primary key for the table. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null. The next field is PHOTO\_ID field which is used for identifying a specific

media asset. The field is defined to be a number (integer) of 14 significant digits and is constrained to be not null.

The TIME\_DIM\_T table 465 is a time dimension table. This implements a simplified and efficient interface for queries on specific date ranges. Date columns storing time portions of the date are stored in fact tables (tables which make foreign key references to this table). The table may be created using the following SQL statement:

```
CREATE TABLE TIME_DIM_T(  
    TIME_DIM_ID          DATE          NOT NULL,  
    DAY                  DATE,  
    WEEK                 NUMBER(2, 0)   NOT NULL,  
    MONTH                NUMBER(2, 0)   NOT NULL,  
    QUARTER              NUMBER(2, 0)   NOT NULL,  
    YEAR                 NUMBER(5, 0)   NOT NULL,  
  
    CONSTRAINT PK10 PRIMARY KEY (TIME_DIM_ID)  
)
```

As shown, the table includes a TIME\_DIM\_ID field that is for storing an identifying timestamp. This field is specified as the primary key for the table; it is constrained to be not null. The DAY field is for storing a day date. The WEEK field is used for a week as a number. The field is defined to be a number (integer) of 2 significant digits and is constrained to be not null. Similarly, the MONTH and QUARTER fields store numeric representations of month and quarter, respectively. These fields are defined to be a number (integer) of 2 significant digits and are constrained to be not null. Finally, the table includes a YEAR field for storing a numeric year. The field is defined to be a number (integer) of 5 significant digits and is constrained to be not null.

Ancillary tables are shown in Fig. 4B. The USER\_T table 475 generally characterizes the media assets owned and shared by a given user. It may be created using the following SQL statement:

```
CREATE TABLE USER_T(  
    USER_ID              NUMBER          NOT NULL,  
    PHOTO_COUNT          NUMBER,  
    ALBUM_COUNT          NUMBER,  
    INBOX_COUNT          NUMBER,  
    RECYCLEBIN_COUNT     NUMBER,
```

```

        ENABLE_FLAG          NUMBER(2, 0),
CONSTRAINT USER_PRIM PRIMARY KEY (USER_ID)
)

```

As shown, the table includes a `USER_ID` field that is the previously-described unique user identifier. This field is specified as the primary key for the table. The field is defined to be number (integer) that is constrained to be not null. The `PHOTO_COUNT` field is used to track the number of media assets (e.g., photos) that a given user currently "owns" (i.e., controls). The field is defined to be a number (integer). The `ALBUM_COUNT` field tracks how many online albums (i.e., user-specified grouping of media assets) exist for a given user. The field is defined to be a number (integer). The `INBOX_COUNT` field is the number of active photos of an account. The field is defined to be a number (integer). The `RECYCLEBIN_COUNT` field is a number (integer) field that tracks how many objects a given user has marked for deletion. Finally, the table includes an `ENABLE_FLAG` field that is used to boolean-enable or disable a user account. The field is defined to be a number (integer) of 2 significant digits.

The `PROMOTION_LOG_T` table 480 generally stores promotion information, as it relates to a particular user (i.e., doing an e-commerce transaction). It may be created using the following SQL statement:

```

CREATE TABLE PROMOTION_LOG_T(
        PROMOTION_ID          CHAR(10)          NOT NULL,
        USER_ID               NUMBER            NOT NULL,
        PROMO_LOG_DATE         DATE              NOT NULL,
        ITEM_COUNT             NUMBER(4, 0)       NOT NULL,
        DEBIT_TYPE             VARCHAR2(20)
)

```

As shown, the table includes a `PROMOTION_ID` field that is used to uniquely identify a particular promotion. The field is defined to be a character (`CHAR`) field of 10 characters maximum and is constrained to be not null. The next field is `USER_ID` field, which comprises the previously-described user ID. The field is defined to be a number (integer) and is constrained to be not null. The `PROMO_LOG_DATE` field is a date field that logs a date for the promotion and is constrained to be not null. The next field is `ITEM_COUNT` field that is used to describe how many items are involved with the promotion. The field is

defined to be a number (integer) of 4 significant digits and is constrained to be not null. Finally, the table includes a DEBIT\_TYPE field that is used to specify a debit type, for instance, for indicating what free product remains (e.g., by showing whether the promotion is on or not). The field is defined to be a variable-length character (VARCHAR2) field of 20 characters maximum.

The PROMOTION\_T table 481 stores information about individual promotions. It may be created using the following SQL statement:

```
CREATE TABLE PROMOTION_T(
    PROMOTION_ID          CHAR(10)          NOT NULL,
    PROMO_DESCRIPTION      VARCHAR2(255)     NOT NULL,
    PROMO_START_DATE       DATE,
    PROMO_END_DATE         DATE,
    PROMO_PRODUCT_ID       NUMBER            NOT NULL,
    FREE_PRODUCT_COUNT     NUMBER(4, 0)      NOT NULL,
    AUTO_ALLOCATE          CHAR(1)           NOT NULL,
    CONSTRAINT PROMOTION_PRIM PRIMARY KEY (PROMOTION_ID)
```

As shown, the table includes a PROMOTION\_ID field that uniquely identifies each given promotion. This field is specified as the primary key for the table. The field is defined to be a character (CHAR) field of 10 characters maximum and is constrained to be not null. The next field is PROMO\_DESCRIPTION field, which is simply a text field used to describe the promotion. The field is defined to be a variable-length character (VARCHAR2) field of 255 characters maximum and is constrained to be not null. The PROMO\_START\_DATE field and the PROMO\_END\_DATE field are date fields that store start and end dates, respectively, for a given promotion. The PROMO\_PRODUCT\_ID field stores a product ID that is associated with a given promotion. The field is defined to be a number (integer) and is constrained to be not null. The FREE\_PRODUCT\_COUNT field is used to store a count of free promotional product for the given promotion. The field is defined to be a number (integer) of 4 significant digits and is constrained to be not null. Finally, the table includes an AUTO\_ALLOCATE field that is used to describe how the free products are allocated in a promotion. The field is defined to be a character (CHAR) field of 1 character maximum and is constrained to be not null.

The PRODUCT\_T table 495 stores information about different products and may be created using the following SQL statement:

```
CREATE TABLE PRODUCT_T(  
    PRODUCT_ID          NUMBER          NOT NULL,  
    NAME                VARCHAR2(127),  
    DESCRIPTION          VARCHAR2(2048),  
    CATEGORY            VARCHAR2(127),  
    PRICE               NUMBER(10, 2),  
    CREATED_DATE        DATE,  
    MODIFIED_DATE       DATE,  
    INITIAL_FREE_COUNT  NUMBER(10, 0),  
    CONSTRAINT PRODUCT_PRIM PRIMARY KEY (PRODUCT_ID)  
)
```

As shown, the table includes a PRODUCT\_ID field that is used to uniquely identify each product. This field is the specified primary key for this table. The field is defined to be a number (integer) and is constrained to be not null. The NAME, DESCRIPTION, and CATEGORY fields simply store corresponding text strings for a given product. The NAME field is defined to be a variable-length character (VARCHAR2) field of 127 characters maximum. The DESCRIPTION field is defined to be a variable-length character (VARCHAR2) field of 2048 characters maximum. The CATEGORY field is defined to be a variable-length character (VARCHAR2) field of 127 characters maximum. The PRICE field is used to specify the current price. The field is defined to be a number (integer) of 10 significant digits. The CREATED\_DATE and MODIFIED\_DATE fields are date fields storing creation and modification date information, respectively. Finally, the table includes an INITIAL\_FREE\_COUNT field that is used to describe the number of free promotional items available for a given product. The field is defined to be a number (integer) of 10 significant digits.

The ORDER\_T table 485 stores basic order information. It may be created using the following SQL statement:

```
CREATE TABLE ORDER_T(  
    ORDER_ID          NUMBER          NOT NULL,  
    USER_ID           NUMBER,  
    SHIPPING_ADDRESS_ID NUMBER(10, 0)  NOT NULL,  
    PAYMENT_ID        NUMBER,
```

```

        DESCRIPTION          VARCHAR2(1024),
        ORDER_STATUS          NUMBER(2, 0),
        SHIPPING_PRIORITY     NUMBER(2, 0),
        CREATED_DATE          DATE,
        MODIFIED_DATE         DATE,
CONSTRAINT ORDER_PRIM PRIMARY KEY (ORDER_ID)
)

```

As shown, the table includes an ORDER\_ID field that is used to uniquely identify a given order. This field is the specified primary key for this table. The field is defined to be a number (integer) and is constrained to be not null. The next field is USER\_ID field, which stores the previously-described user ID. This allows an order to be associated with a given user. The field is defined to be a number (integer). Other pertinent information includes: SHIPPING\_ADDRESS\_ID, PAYMENT\_ID, DESCRIPTION, ORDER\_STATUS, and SHIPPING\_PRIORITY fields. The information that each stores is self-evident. The SHIPPING\_ADDRESS\_ID field is defined to be a number (integer) of 10 significant digits and is constrained to be not null. The PAYMENT\_ID field is defined to be a number (integer). The DESCRIPTION field is defined to be a variable-length character (VARCHAR2) field of 1024 characters maximum. The ORDER\_STATUS field is defined to be a number (integer) of 2 significant digits. The SHIPPING\_PRIORITY field is defined to be a number (integer) of 2 significant digits. The CREATED\_DATE field and MODIFIED\_DATE field are date fields storing creation and modification information, respectively.

Each order is associated with one or more order items. Accordingly, the ORDER\_ITEM\_T table 486 tracks order item information. It may be created using the following SQL statement:

```

CREATE TABLE ORDER_ITEM_T(
        ORDER_ITEM_ID        NUMBER          NOT NULL,
        ITEM_STATUS           NUMBER(1, 0),
        DESCRIPTION           VARCHAR2(2048),
        PRODUCT_ID            NUMBER,
        ORDER_ID              NUMBER,
        SHIPPING_INFO_ID      NUMBER,
        SHIPPING_ADDRESS_ID   NUMBER(10, 0)   NOT NULL,
        ITEM_PRICE             NUMBER,
        FREE_ITEM_QUANTITY    NUMBER,
        ITEM_QUANTITY         NUMBER,

```

```

ITEM_TOTAL          NUMBER,
REFERENCE_ID        NUMBER,
REFERENCE_TYPE       NUMBER(2, 0),
CREATED_DATE        DATE,
MODIFIED_DATE       DATE,
CONSTRAINT ORDER_ITEM_PRIM PRIMARY KEY (ORDER_ITEM_ID)
)

```

As shown, the table includes an ORDER\_ITEM\_ID field that is used to uniquely identify each order item. This field is the specified primary key for this table. The field is defined to be a number (integer) and is constrained to be not null. The remaining fields are simply order-entry information pertaining to each order item. These fields include: ITEM\_STATUS field that is defined to be a number (integer) of 1 significant digit, DESCRIPTION field that is defined to be a variable-length character (VARCHAR2) field of 2048 characters maximum, PRODUCT\_ID field that is defined to be a number (integer), ORDER\_ID field that is defined to be a number (integer), SHIPPING\_INFO\_ID field that is defined to be a number (integer), SHIPPING\_ADDRESS\_ID field that is defined to be a number (integer) of 10 significant digits and is constrained to be not null, ITEM\_PRICE field that is defined to be a number (integer), FREE\_ITEM\_QUANTITY field that is defined to be a number (integer), ITEM\_QUANTITY field that is defined to be a number (integer), ITEM\_TOTAL field that is defined to be a number (integer), REFERENCE\_ID field that is defined to be a number (integer), REFERENCE\_TYPE field that is defined to be a number (integer) of 2 significant digits, and CREATED\_DATE field and MODIFIED\_DATE field that are date fields for storing creation and modification information, respectively.

Finally, the FREE\_PRODUCT\_COUNT\_T table 490 tracks information about free product given to a particular user. It may be created using the following SQL statement:

```

CREATE TABLE FREE_PRODUCT_COUNT_T (
    USER_ID          NUMBER      NOT NULL,
    PRODUCT_ID       NUMBER      NOT NULL,
    REMAINING        NUMBER
)

```

As shown, the table includes the previously-described USER\_ID and PRODUCT\_ID fields, which are both defined to be a number (integer) and are constrained to be not null. The

actual count is maintained in the REMAINING field which is defined to be a number (integer).

### E. Transaction modules

Fig. 5 presents a high-level functional block diagram of an asset management or tracking system 500 from the perspective of various transaction modules that provide tracking information. As shown, the system 500 includes a media transactions module 510, e-commerce transaction module 515, share transactions module 520, and login transactions module 525. These transaction modules, which correspond to the main information tracking functionality in the system, connect to a logging server 530, which is connected to a back-end database server 540. The logging server 530 functions to: (1) collect all of this information that is tracked by the various modules, reformat that information, and store the reformatted information in the back-end database, and (2) distribute information from the database to be used to support e-commerce activities, including use for a particular purpose by end users, by a company's marketing department, by a company's billing department, or the like. The database server 540 itself serves as a central store or repository of information -- storing the tracking information in an Oracle database.

As suggested by the various transaction modules, transactions can occur in the system at different times and at different locations. Regardless of where or when a particular type of transaction is occurring, that transaction may be posted to the logging server 530 by invoking a Java servlet resident on the server via an HTTP call. Example HTTP calls include the following.

Example #1: Media transaction posted via an HTTP call:

```
http://AssetTracker/loggingServer?userid=123&deviceid=456&start=343434&end=898989&requested=1&transferred=1&uploaded=499999&partner=321&time=458885555&photoid=436587
```

Example #2: E-commerce transaction posted via an HTTP call:

```
http://AssetTracker/loggingServer?userid=123&order=98765&user=GUEST&email=johnr@yahoo.com&create=456833388&total=24.88&district=0.00&state=2.44&county=0.00&city=0.00&zip=95010&dest=95010&partner=123&time=48555777
```



Example #3: Login transaction posted via an HTTP call:

`http://AssetTracker/loggingServer?userid=123&session=345A55TT&login=455888333&lang=english&refer=none&last=23334455&partner=123&time=555099222`

Example #4: Share transaction posted via an HTTP call:

`http://AssetTracker/loggingServer?userid=123&host=PC&hosttype=NA&sharetime=55556666&partner=123&time=56667744`

In response to receiving such HTTP calls, the logging server 530 (Java servlet) parses and collects the data and writes the data into the database. For instance, the information may be written to the database by an appropriate SQL INSERT command. If desired, each INSERT command may be packaged within a corresponding stored procedure, where the stored procedure has as parameters the same fields as described in the tables, such as illustrated as follows:

`MediaGatewayTransactionLogInsert (...)`

`EcomTransactionInsert (...)`

`LoginLogInsert (...)`

`ShareLogInsert (...)`

If a parameter is passed as null to the stored procedure then no field in the table will be written.

Fig. 6 is a block diagram illustrating partner interaction with the asset management system of the present invention. A multitude of different partners, as shown at 610, may login to the system for requesting partner-related services, such as billing-decision support services. Here, the partners may obtain different reports that are available from one or more report servers 620. To begin the process, a partner logs in to the asset management system so that authenticity is validated. The authenticated partner connects to one of the report servers 620. Coordination of workload among the various asset servers is achieved through the load balancer module 630 (e.g., Cisco's ArrowPoint, available from Cisco Systems of San Jose, CA). Load balancing is used so that report generation is balanced

between different report servers, based on current demand. The exact number of report servers employed may be gauged depending on the scalability desired. Collectively, the report servers function to extract information from the back-end database for supporting billing and e-commerce purposes, based on submitted (external) authenticated requests.

Of particular interest to partners are accounting reports (i.e., reporting debits/credits pursuant to agreements) as well as user transaction reports so that billing can be audited or performed by a given partner. The latter report reports particular activities of different users, such as system services employed. As with the HTTP-based transaction logging, HTTP is employed for submitting partner report requests. Examples are as follows.

#### Example #1: Partner request for an accounting report

`http://AssetTracker/reports?type=summary&partner=123&loginid=XXXX&passwd=YYY`

In response to this request, an XML report (*partnerSummary.xml*) will be returned to the partner.

#### Example #2: Partner request for user transaction information

`http://AssetTracker/reports?type=users&start=1/1/2001&end=4/1/200&partner=123&loginid=XXXX&passwd=YYYYY`

In this example, the system will return to the partner an XML report (*userTrans.xml*) from the time period from January 2001 to April 2001; the report describes each user transaction for the time period.

To extract information from the back-end database, the (respective) report server employs stored procedures that operate in a complementary fashion into the INSERT stored procedures described previously.

`MediaGatewayTransactionLogSelect (...)`

`EcomTransactionSelect (...)`

`LoginLogSelect (...)`

ShareLogSelect (...)

Here, stored procedures simply employ SQL SELECT statements to read one or more rows from the appropriate table for the appropriate partner. Customized versions of the stored procedures may be created for providing partner-customized reports, if desired. Extracted information is reformatted, as required, for distribution in a desired target format (e.g., XML, HTML, CDR, or the like).

## F. Internal operation for collecting information

### 1. Login

Fig. 7 is a flowchart illustrating the steps that occur that cause an entry in the LOGIN\_LOG\_T table to be written. As shown at step 701, a user logs into the web site with a user ID (*user\_id*) and password that is authenticated. At step 702, a session is created for the user after authentication. Each web site is associated with one partner, as shown at step 703. At step 704, the stored procedure UpdateLoginLog is called to write an entry for all fields supplied. At step 705, the session expires after some period of time. This procedure concludes with step 706, which shows that the next login by the same user will have a new entry written and starts again at step 701 above.

### 2. Upload

Several ways exist to upload media assets such as photos. The two main classifications are wireless (e.g., via a camera and cell phone) and wireline (e.g., via a PC and a home telephone). This example is concerned with wireless transmission although wireline transmissions have similar tracking. Additionally, the following example, as illustrated in Fig. 8, uses a photo as an example of a media asset of interest, but the asset could be any media such as an MPEG file, an audio file, digital document, or the like. For the purpose of this discussion, photos are uploaded using the media spooler/gateway (described in detail in the previously-mentioned application serial no. 09/759,108). Photos uploaded via the media spooler will cause an entry in the MEDIA\_GATEWAY\_TRANS\_LOG\_T to be written.

At step 801, a user has previously registered a device at a web site, which can be a camera, phone, PDA device, or the like which is capable of sending photos via a wireless connection using the media spooler. The registration process assigns a *user\_id* and password to the user. Each web site is associated with one partner, as shown at step 802. At step 803, a photo or set of photos is sent to the media spooler. Upon receipt of the photos by the media spooler, the media spooler calls the web site server via HTTP to transfer the photos to the web server, shown at step 804. At step 805, the web server saves and organizes the photos in the user's account and notifies the web spooler of successful completion of the task. When the media spooler receives a successful acknowledgement of the transfer of the photos, it makes an additional call via HTTP which will, in turn, call a stored procedure UpdateMediaGatewayTransLog to write an entry for all fields supplied, as shown at step 806. Then at step 807, one entry is written in MEDIA\_GATEWAY\_TRANS\_LOG\_T for each call in step 806 above. One entry is written in PHOTO\_TRANSACTION\_LOG\_T for each photo transferred.

### 3. Share

Fig. 9 is a flowchart illustrating the steps that occur that causes an entry in the SHARE\_LOG\_T table to be written. One or more entries in the SHARE\_TARGET\_INFO\_T and the SHARE\_TARGET\_VIEW\_T are also written. At step 901 and 902, a user has already performed the steps from "Upload" and "Login". A user then views the photos in an album on the web site and selects photos to share. The user creates a list of people to share the photos with. Each person to share with can be described by *target\_email\_address* and *target\_user\_name*, as shown at step 903. At step 904, the user clicks the "share" button on the web site. All targets of the share are sent an email with a URL that allows them to view the photos on the web server. The tables SHARE\_LOG\_T and SHARE\_TARGET\_INFO\_T are updated with the stored procedure UpdateShareLog. When a target of a share email returns to the web server with the URL provided, the stored procedure UpdateShareTargetView writes one entry into SHARE\_TARGET\_VIEW\_T for each target person each time that person views the photos, as shown at step 905.

#### 4. E-commerce

Fig. 10 is a flowchart illustrating the steps that occur that causes an entry to be posted to the ECOMM\_TRANSACTION\_SUMMARY\_T table. Step 1001 illustrates that there are typically two ways that an e-commerce transaction is generated. The first way consists of a user that has already performed the steps from "Upload" and "Login" selecting photos to order. This is a *user\_type* of "MEMBER". The second way is when a target of a share has used the URL in the email received and selects photos for ordering. This is a *user\_type* of "GUEST". As shown at step 1002, when the MEMBER or GUEST clicks the submit button for the order, the stored procedure UpdateEcommTransactionSummary writes the fields supplied.

#### G. Asset tracking and reporting

The media gateway transaction occurs every time a media asset, such as a photo, is uploaded to the site. Transactions can cause a debit or credit to be generated for the partner. Billing or crediting arrangements can be tracked through, for example, the PARTNER\_ID field in the MEDIA\_GATEWAY\_TRANSACTION\_LOG\_T table. As an example of a credit, a wireless provider may have users that upload photos via a wireless link to the provider's site. The photos are uploaded to the site, assigned a storage location and a photo ID. Since this storage is expensive, how much storage all users for a partner are using is tracked at any time or date range. This cost, which may be charged or credited to various partners, may be calculated based on the following SQL query:

```
select transferred count from media_gateway_transaction_log_t where
    media_gateway_transaction_log_t.partner_id = 123 and
    media_gateway_transaction_log_t.user_id = 789
```

Each entry returned from the select statements would be summed. The total sum may be used to calculate what the partner must pay for storage (credit).

As an example of a debit, the photos that are uploaded to the site may be ordered by a particular user, for instance, for generating photographic prints. This generates an e-commerce transaction. The partner could be paid a percentage of the total order amount

for every e-commerce transaction that the user's photo generated. This may be calculated based on the following SQL query:

```
select total_amount from ecom_transaction_summary_t where
media_gateway_transaction_log_t.partner_id = 123
```

Each entry returned from the *select* SQL statement would be summed. The total sum could be used to calculate what is paid to the partner (debit). Of course more complicated queries may be created. It is always possible to track an asset across multiple tables and transactions with the following frequently-used and common fields through the use of SQL join and select operations, for example, USER\_ID, PHOTO\_ID, and PARTNER\_ID.

Consider the case where some of the PHOTO\_IDs in an e-commerce order were uploaded by one partner's user and some of the PHOTO\_IDs were uploaded through another partner's user (i.e., a different user, coming into the system through a different partner). The total dollar amount that a partner's users generated in e-commerce transactions is of particular interest. The tracking is possible, as demonstrated by the following SQL query:

```
select
    sum((item_quantity-free_item_quantity)*item_price),
    ets.partner_id
from
    order_item_t@prod          oi,
    ecom_transaction_summary_t  ets,
    media_gateway_trans_log_t   mgtl,
    photo_transaction_log_t     ptl
where
    ets.order_id = oi.order_id
    and ets.user_id = mgtl.user_id
    and ptl.media_gateway_trans_log_id = mgtl.media_gateway_trans_log_id
    and ptl.photo_id = oi.reference_id
group by partner_id;
```

This example demonstrates that assets are tracked all the way through the system. An upload is typically done at the beginning of the sequence and a PHOTO\_ID and USER\_ID are assigned. The e-commerce transaction typically happens after logins, shares, or the like and can occur quite a bit later in time. Still, all PHOTO\_IDs are tracked through all tables. The

information is maintained at a very fine level of granularity, which provides for a large number of possible business models. These are available for access from the ancillary (support) tables, including ORDER\_T, ORDER\_ITEM\_T, and PHOTO\_T.

5

#### **H. Sample XML reporting**

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Appended herewith as Appendix A are XML script listings illustrating XML-based reporting, in accordance with the present invention. These sample XML reports demonstrate that the asset management system of the present invention can track any level of granularity for a partner, including, for instance, tracking based on storage byte level, number of e-commerce transactions, number of uploads, time and duration of transactions, and the like. Additionally, the system can provide any level of summary statistics for a partner (e.g., any level of median, average, count, max, min, or the like) for all users the partner has. These statistics or metrics, in conjunction with debit/credits based on those metrics, support a wide variety of multi-partner business models necessary for success in today's e-commerce environment.

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While the invention is described in some detail with specific reference to a single-preferred embodiment and certain alternatives, there is no intent to limit the invention to that particular embodiment or those specific alternatives. For instance, those skilled in the art will appreciate that modifications may be made to the preferred embodiment without departing from the teachings of the present invention.

## APPENDIX A: XML SCRIPT LISTINGS

(with accompanying DTD listings indicating possible legal values for XML tags employed)

**userTrans.xml**

5

```
<?xml version="1.0" encoding="iso-8859-1"?>
```

```
<!DOCTYPE PARTNER SYSTEM "userTrans.dtd">
```

```
<PARTNER report_type="transactions">
```

```
  <PARTNER_NAME >Absolutely Wireless Ltd.</PARTNER_NAME>
```

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```
  <PARTNER_ID>444111</PARTNER_ID>
```

```
  <DATE_RANGE>
```

```
    <QUARTER>1</QUARTER>
```

```
    <START>01-Jan-2001</START>
```

```
    <END>31-Mar-2001</END>
```

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```
  </DATE_RANGE>
```

```
  <NUMBER_OF_USERS>2</NUMBER_OF_USERS>
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```
  <NUMBER_OF_CALLS>3</NUMBER_OF_CALLS>
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```
  <TOTAL_TIME_OF_CALLS>00:09:53</TOTAL_TIME_OF_CALLS>
```

```
  <NUMBER_OF_ECOM_PURCHASES>2</NUMBER_OF_ECOM_PURCHASES>
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```
  <TOTAL_BYTES_TRANSFERRED>8786000</TOTAL_BYTES_TRANSFERRED>
```

```
  <TOTAL_ECOM_PURCHASES>68.99</TOTAL_ECOM_PURCHASES>
```

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  <TOTAL_TAX_ON_ECOM_PURCHASES>5.51</TOTAL_TAX_ON_ECOM_PURCHASES>
```

```
  <TOTAL_STORAGE_USED>68100000</TOTAL_STORAGE_USED>
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```
  <USERS>
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```
    <USER_ID id="123" external_id="A777">
```

```
      <CALL id="9753">
```

```
        <DATE>1-2-2001</DATE>
```

```
        <TIME>4:23:02</TIME>
```

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        <DURATION>0:03:11</DURATION>
```

30

```
        <BYTES>2592000</BYTES>
```

```
        <MEDIA_TRANSFERS>4</MEDIA_TRANSFERS>
```

```
      </CALL>
```

```
    </USER_ID>
```

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    <USER_ID id="123" external_id="A777">
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```
      <CALL id="3455">
```

```
        <DATE>1-3-2001</DATE>
```

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        <TIME>14:03:02</TIME>
```

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        <DURATION>0:01:31</DURATION>
```



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        <BYTES>1302000</BYTES>
        <MEDIA_TRANSFERS>2</MEDIA_TRANSFERS>
    </CALL>
</USER_ID>
5  <USER_ID id="123" external_id="A777">
    <ECOM order_id="84533">
        <DATE>1-8-2001</DATE>
        <TOTAL_AMOUNT>24.99</TOTAL_AMOUNT>
        <TOTAL_TAX>1.99</TOTAL_TAX>
10    </ECOM>
    </USER_ID>
    <USER_ID id="123" external_id="A777">
        <STORAGE_USED>44050000</STORAGE_USED>
    </USER_ID>
15  <USER_ID id="456" external_id="A101">
    <CALL id="34987">
        <DATE>1-2-2001</DATE>
        <TIME>9:23:02</TIME>
        <DURATION>0:05:11</DURATION>
20    <BYTES>4892000</BYTES>
        <MEDIA_TRANSFERS>7</MEDIA_TRANSFERS>
    </CALL>
    </USER_ID>
    <USER_ID id="456" external_id="A101">
        <ECOM order_id="none">
        </ECOM>
    </USER_ID>
    <USER_ID id="456" external_id="A101">
        <STORAGE_USED>12050000</STORAGE_USED>
30  </USER_ID>
    <USER_ID id="888" external_id="Z345">
        <CALL id="none">
        </CALL>
    </USER_ID>
35  <USER_ID id="888" external_id="Z345">
    <ECOM order_id="7272727">
        <DATE>1-8-2001</DATE>
        <TOTAL_AMOUNT>44.00</TOTAL_AMOUNT>
        <TOTAL_TAX>3.52</TOTAL_TAX>

```

```
        </ECOM>
    </USER_ID>
    <USER_ID id="888" external_id="Z345">
        <STORAGE_USED>12000000</STORAGE_USED>
    </USER_ID>
</USERS>
</PARTNER>
```

**userTrans.dtd**

<!ELEMENT BYTES ( #PCDATA ) >

5 <!ELEMENT CALL ( DATE?, TIME?, DURATION?, BYTES?, MEDIA\_TRANSFERS? ) >  
<!ATTLIST CALL id NMTOKEN #REQUIRED >

<!ELEMENT DATE ( #PCDATA ) >

10 <!ELEMENT DATE\_RANGE ( QUARTER, START, END ) >

<!ELEMENT DURATION ( #PCDATA ) >

15 <!ELEMENT ECOM ( DATE?, TOTAL\_AMOUNT?, TOTAL\_TAX? ) >  
<!ATTLIST ECOM order\_id NMTOKEN #REQUIRED >

<!ELEMENT END ( #PCDATA ) >

<!ELEMENT MEDIA\_TRANSFERS ( #PCDATA ) >

<!ELEMENT NUMBER\_OF\_CALLS ( #PCDATA ) >

<!ELEMENT NUMBER\_OF\_ECOM\_PURCHASES ( #PCDATA ) >

<!ELEMENT NUMBER\_OF\_USERS ( #PCDATA ) >

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25  
30 <!ELEMENT PARTNER ( PARTNER\_NAME, PARTNER\_ID, DATE\_RANGE, NUMBER\_OF\_USERS,  
NUMBER\_OF\_CALLS, TOTAL\_TIME\_OF\_CALLS, NUMBER\_OF\_ECOM\_PURCHASES,  
TOTAL\_BYTES\_TRANSFERRED, TOTAL\_ECOM\_PURCHASES, TOTAL\_TAX\_ON\_ECOM\_PURCHASES,  
TOTAL\_STORAGE\_USED, USERS ) >  
<!ATTLIST PARTNER report\_type NMTOKEN #REQUIRED >

<!ELEMENT PARTNER\_ID ( #PCDATA ) >

35 <!ELEMENT PARTNER\_NAME ( #PCDATA ) >

<!ELEMENT QUARTER ( #PCDATA ) >

<!ELEMENT START ( #PCDATA ) >

<!ELEMENT STORAGE\_USED ( #PCDATA ) >

<!ELEMENT TIME ( #PCDATA ) >

5 <!ELEMENT TOTAL\_AMOUNT ( #PCDATA ) >

<!ELEMENT TOTAL\_BYTES\_TRANSFERRED ( #PCDATA ) >

<!ELEMENT TOTAL\_ECOM\_PURCHASES ( #PCDATA ) >

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<!ELEMENT TOTAL\_STORAGE\_USED ( #PCDATA ) >

<!ELEMENT TOTAL\_TAX ( #PCDATA ) >

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<!ELEMENT TOTAL\_TAX\_ON\_ECOM\_PURCHASES ( #PCDATA ) >

<!ELEMENT TOTAL\_TIME\_OF\_CALLS ( #PCDATA ) >

<!ELEMENT USERS ( USER\_ID+ ) >

<!ELEMENT USER\_ID ( CALL | ECOM | STORAGE\_USED ) \* >

<!ATTLIST USER\_ID external\_id NMTOKEN #REQUIRED >

<!ATTLIST USER\_ID id NMTOKEN #REQUIRED >

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**partnerSummary.xml**

```
<?xml version="1.0" encoding="iso-8859-1"?>
<!DOCTYPE PARTNER SYSTEM "partnerSummary.dtd">
5 <PARTNER report_type="summary">
    <PARTNER_NAME >Digital Wireless Inc.</PARTNER_NAME>
    <PARTNER_ID>123987</PARTNER_ID>
    <DATE_RANGE>
        <QUARTER>1</QUARTER>
10    <START>01-Jan-2001</START>
        <END>31-Mar-2001</END>
    </DATE_RANGE>
    <PARTNER_AGREEMENT>
        <AGREEMENT_ID number="B456">
15            <DESCRIPTION>Debit of $1/month per gigabyte of
storage</DESCRIPTION>
            <TOTAL_USERS>8750</TOTAL_USERS>
            <MEDIA_TRANSACTIONS>
                <TOTAL>131250</TOTAL>
                <AVERAGE_PER_USER>15</AVERAGE_PER_USER>
                <UPLOADED_BYTES>13125000000</UPLOADED_BYTES>
                <MINUTES>14835.5</MINUTES>
                <UPLOAD_STATS>
                    <AVERAGE_PER_SEC>14745</AVERAGE_PER_SEC>
25                </UPLOAD_STATS>
            </MEDIA_TRANSACTIONS>
            <DEBIT>$12.80</DEBIT>
        </AGREEMENT_ID>
        <AGREEMENT_ID number="A234">
30            <DESCRIPTION>Credit of 1% of total ecomm
orders</DESCRIPTION>
            <TOTAL_USERS>8750</TOTAL_USERS>
            <ORDERS>
                <NUMBER_OF_ORDERS>2000</NUMBER_OF_ORDERS>
35                <AMOUNT>$30000</AMOUNT>
                <AVERAGE_AMOUNT>$15.00</AVERAGE_AMOUNT>
            </ORDERS>
            <CREDIT>$300</CREDIT>
        </AGREEMENT_ID>
```

</PARTNER\_AGREEMENT>  
</PARTNER>

**partnerSummary.dtd**

5 <!ELEMENT AGREEMENT\_ID ( DESCRIPTION, TOTAL\_USERS, MEDIA\_TRANSACTIONS,  
DEBIT, ORDERS?, CREDIT? ) >  
<!ATTLIST AGREEMENT\_ID number NMTOKEN #REQUIRED >

10 <!ELEMENT AMOUNT ( #PCDATA ) >

<!ELEMENT AVERAGE\_AMOUNT ( #PCDATA ) >

<!ELEMENT AVERAGE\_PER\_SEC ( #PCDATA ) >

<!ELEMENT AVERAGE\_PER\_USER ( #PCDATA ) >

15 <!ELEMENT CREDIT ( #PCDATA ) >

<!ELEMENT DATE\_RANGE ( QUARTER, START, END ) >

<!ELEMENT DEBIT ( #PCDATA ) >

20 <!ELEMENT DESCRIPTION ( #PCDATA ) >

<!ELEMENT END ( #PCDATA ) >

25 <!ELEMENT MEDIA\_TRANSACTIONS ( TOTAL, AVERAGE\_PER\_USER, UPLOADED\_BYTES,  
MINUTES, UPLOAD\_STATS ) >

<!ELEMENT MINUTES ( #PCDATA ) >

30 <!ELEMENT NUMBER\_OF\_ORDERS ( #PCDATA ) >

<!ELEMENT ORDERS ( NUMBER\_OF\_ORDERS, AMOUNT, AVERAGE\_AMOUNT ) >

35 <!ELEMENT PARTNER ( PARTNER\_NAME, PARTNER\_ID, DATE\_RANGE, PARTNER\_AGREEMENT  
) >  
<!ATTLIST PARTNER report\_type NMTOKEN #REQUIRED >

<!ELEMENT PARTNER\_AGREEMENT ( AGREEMENT\_ID+ ) >

